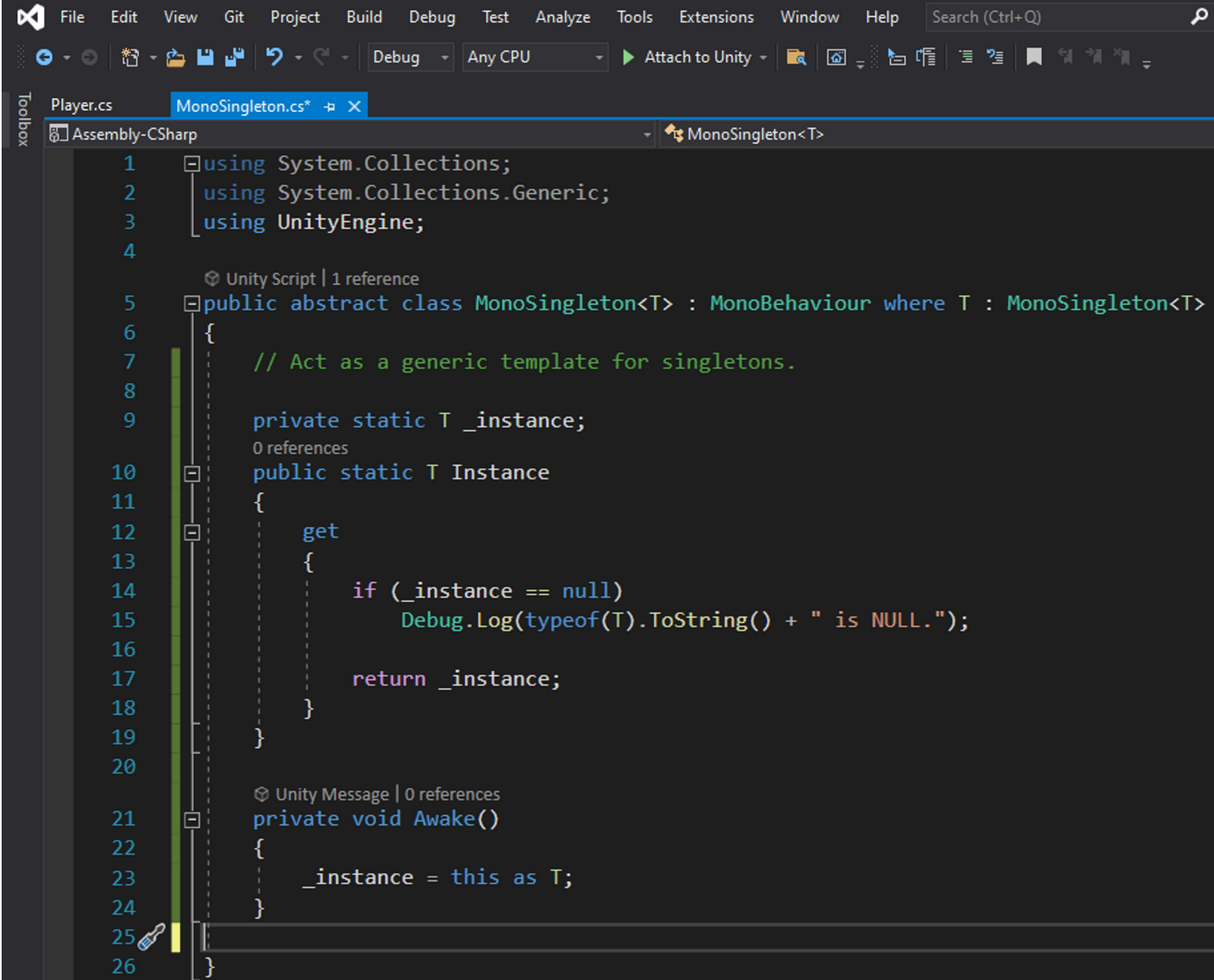# Singleton: Mono

Friday, March 12, 2021   6:51 PM

The ability to turn any manager class into a **Singleton**. Helps to simplify repetitive tasks.
A **MonoSingleton** class acts like a template for all singletons.

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

// Unity Script | 1 reference
public abstract class MonoSingleton<T> : MonoBehaviour where T : MonoSingleton<T>
{
    // Act as a generic template for singletons.

    private static T _instance;
    // 0 references
    public static T Instance
    {
        get
        {
            if (_instance == null)
                Debug.Log(typeof(T).ToString() + " is NULL.");

            return _instance;
        }
    }

    // Unity Message | 0 references
    private void Awake()
    {
        _instance = this as T;
    }

}
```